

Amendments to the Claims:

Please amend claims 1, 4, 6, 9-11, 14, 16-18, 21-24, 27, 29-30 and 33. This listing of claims will replace all prior versions, and listings, of claims in the application.

Listing of Claims:

1. (currently amended) An instant lottery game system which includes:
 - a game play defining element;
 - a symbol display zone carried on the game play defining element, the symbol display zone containing a plurality of symbols representative of a spinning reel game outcome ~~related to gaming machine games~~;
 - a masking medium covering the symbols of the symbol display zone and a symbol interpretation zone prior to use; and
 - wherein the [[a]] symbol interpretation zone is carried on the game play defining element, the symbol interpretation zone carrying a plurality of indicia ~~with the indicia being~~ used in interpreting symbols revealed after removal of the masking medium to determine a prize outcome.
2. (original) The system of claim 1 in which a prize indicating zone is defined on the game play defining element.
3. (original) The system of claim 2 in which the prize indicating zone is in the form of a payable and contains a range of prizes which a player can possibly win in playing a game carried by the game play defining element.
4. (currently amended) The system of claim 2 ~~or claim 3~~ which is implemented as a scratch-type card.
5. (original) The system of claim 4 in which the game play defining element is in the form of a carrier on which the symbol display zone, the symbol interpretation zone and the prize indicating zone are carried.

6. (currently amended) The system of claim 2 ~~or claim 3 which~~ wherein said system is implemented in an electronic format to be played on an electronic device.

7. (original) The system of claim 6 in which the game play defining element is a representation of a card displayed on a screen of the electronic device.

8. (original) The system of claim 7 in which the masking medium is a virtual covering layer that is "removed" by a player operating predetermined controls of the electronic device.

9. (currently amended) The system of claim 1 ~~any one of the preceding claims~~ in which recourse to the symbol interpretation zone is required to determine what prize, if any, has been won and revealing of the symbols on their own does not indicate to the player what prize, if any, has been won.

10. (currently amended) The system of claim 1 ~~any one of the preceding claims~~ in which the symbol interpretation zone is also, initially, covered by a masking medium.

11. (currently amended) The system of claim 1 ~~any one of the preceding claims~~ in which the symbols are representative of symbols of a spinning reel-type game, the symbols being carried on representations of reels defined in the symbol display zone.

12. (original) The system of claim 11 in which the indicia of the symbol interpretation zone include operators related to spinning reel-type game operations.

13. (original) The system of claim 12 in which the operators vary the prize or prizes awarded to a player so that, until the symbol interpretation zone has been referenced by the player, the player will not know what prize or prizes, if any, the player will receive.

14. (currently amended) The system of claim 1 ~~any one of the preceding claims~~ in which the game play defining element includes a further, special feature zone related to a special

feature, the special feature zone, initially, being covered by a masking medium.

15. (original) The system of claim 14 in which the player obtains access to the special feature zone only if a "Special Feature" indicium is revealed in the symbol interpretation zone, the player removing the masking medium of the special feature zone to determine what special feature prize has been won.

16. (currently amended) The system of claim 12 ~~any one of claims 12 to 15~~ in which, if the spinning reel-type game has fixed pay type operators, headings associated with those operators are not covered by the masking medium with only specific operators applicable to that specific game being covered by the masking medium.

17. (currently amended) The system of claim 12 ~~any one of claims 12 to 16~~ in which the indicia of the symbol interpretation zone are directly related to the prizes awarded rather than the symbols of the symbol display zone.

18. (currently amended) An instant lottery game device which includes:

a game play defining element;

a symbol display zone carried on the game play defining element, the symbol display zone containing a plurality of symbols representative of a spinning reel game outcome ~~related to gaming machine games~~;

a masking medium covering the symbols of the symbol display zone and a symbol interpretation zone prior to use; and

wherein the ~~[[a]]~~ symbol interpretation zone is ~~is~~ carried on the game play defining element, the symbol interpretation zone carrying a plurality of indicia ~~with the indicia being~~ used in interpreting symbols revealed after removal of the masking medium to determine a prize outcome.

19. (original) The device of claim 18 in which a prize indicating zone is defined on the game play defining element.

20. (original) The device of claim 19 in which the prize indicating zone is in the form of a payable and contains a range of prizes which a player can possibly win in playing a game carried by the game play defining element.

21. (currently amended) The device of claim 19 ~~or claim 20~~ in which the game play defining element is in the form of a carrier on which the symbol display zone, the symbol interpretation zone and the prize indicating zone are carried.

22. (currently amended) The device of claim 18 ~~any one claims 18 to 21~~ in which recourse to the symbol interpretation zone is required to determine what prize, if any, has been won and revealing of the symbols on their own does not indicate to the player what prize, if any, has been won.

23. (currently amended) The device of claim 18 ~~any one of claims 18 to 22~~ in which the symbol interpretation zone is also, initially, covered by a masking medium.

24. (currently amended) The device of claim 18 ~~any one of claims 18 to 23~~ in which the symbols are representative of symbols of a spinning reel-type game, the symbols being carried on representations of reels defined in the symbol display zone.

25. (original) The device of claim 24 in which the indicia of the symbol interpretation zone include operators related to spinning reel-type game operations.

26. (original) The device of claim 25 in which the operators vary the prize or prizes awarded to a player so that, until the symbol interpretation zone has been referenced by the player, the player will not know what prize or prizes, if any, the player will receive.

27. (currently amended) The device of claim 18 ~~any one of claims 18 to 26~~ in which the game play defining element includes a further, special feature zone related to a special

feature, the special feature zone, initially, being covered by a masking medium.

28. (original) The device of claim 27 in which the player obtains access to the special feature zone only if a "Special Feature" indicium is revealed in the symbol interpretation zone, the player removing the masking medium of the special feature zone to determine what special feature prize has been won.

29. (currently amended) The device of claim 25 ~~any one of claims 25 to 28~~ in which, if the spinning reel-type game has fixed pay type operators, headings associated with those operators are not covered by the masking medium with only specific operators applicable to that specific game being covered by the masking medium.

30. (currently amended) The device of claim 25 ~~any one of claims 25 to 29~~ in which the indicia of the symbol interpretation zone are directly related to the prizes awarded rather than the symbols of the symbol display zone.

31. (original) A method of operating an instant lottery game system, the method including the steps of:

providing instant lottery game devices, each game device including a game having a theme related to a gaming machine game, intellectual property relating to the gaming machine games residing in an intellectual property owner who is a party other than an entity involved in the instant lottery game system;

the entity being associated with the sale of instant lottery game devices to members of the public to allow such members of the public to play games on the devices; and

the entity paying a percentage of income derived from sales of the instant lottery game devices to the intellectual property owner.

32. (original) The method of claim 31 which includes the intellectual property owner licensing the entity to use themes related to the intellectual property owner's games on the instant lottery game devices.

33. (currently amended) The method of claim 31 ~~or claim 32~~ which includes the intellectual property owner using the instant lottery game as a vehicle to disseminate information about the intellectual property owner's games.